

ATTENDEE: Tomas Gillo & Stewart Green
OFFICES: Data Design.
DATE: 10 Nov 1999
RE: NTSC Rock Raiders PSX

We discussed the changes required to obtain Sony approval.

We presented two options

1. The dynamic new engine, with full 3D meshes and complete rotation, in a 3D landscape.
2. Use the existing code and add additional features as requested by SCEA

The 1st option will require more work, taking until April for a complete beta on the code. But is considerably enhanced, and offers more action and options.

To the existing engine we will add in :-

Moving Platforms, following paths
Eroding Lava with timed intervals, deforming the landscape
Movement paths with triggers for all the alien movement.

Use vehicles more:

A certain vehicle drills Ore seams to release ore or crystals. – pop out in a nice anim.
The truck can carry cargo to the building base, - auto pick up if driver over
Other additional features are to be considered for the vehicles.

The Mini-fig Jump can be replaced with a fuel gauge, which has fixed (10) jumps.
This is easier to show how it is used and prevents the half jump problem.

Flag and report in text, first time events, to work as a tutorial for the product.
E.G. This is a fuel canister – it is needed to use your jet pack – 3 jumps worth.
This is a pusher gun, a defensive tool, it has 10 shots

With fixed movement paths for creatures, we can now safely zoom in on characters in more detail, which SCEA has requested.

GameWorld 7 are to be considered for additional level design, as an external company could have a more independent view of the gameplay. Tom expressed concern over communication with an external group and it was agreed they would work through DDI. They would need to be able to visit the offices at Lego's request for meetings.

Herding was thought not to be needed or arcade action.

FOLLOW UP ACTION:

Stewart:

Put together a design feature list and timescales.
Needs to put together a NTSC demo of the new version for evaluation.

Tom.

Will get a response on which direction to take the game. Option 1 or 2

Next meeting on the